CURSOR

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NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

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M E E T I N G S - W H E R E & W H E N

MAIN MEETING: Tuesday 3rd Nov. 1987 in the Bardon Prof. Dev. Ctr. 390 Simpsons Rd. Bardon. Entrance through Car Park in Carwoola St Doors open 7pm (library), Meeting starts at 8pm sharp

***** C-64/C-128: Question & Answers with Panel of Experts *****

***** Amiga: Talks/Demos by Steve McNamee and Greg Perry *****

8-BIT WORKSHOP: Sunday 15th Nov.1987 (1pm - 5pm) in the Guid. Off. Training Ctr., Bayswater St. Milton. Bring your own computer equipment! Public Domain Disks available for copying MEMBERS ONLY! Ph. Colin Shipley 366 2511 a.h.

AMIGA WORKSHOP: Sunday 1st Nov. 1987 (1pm - 5pm) in the Playground & Recreation Assn. H.Q. Bldng, 10 Love St, Spring Hill.
Bring your own computer! Public Domain Disks available for copying.... MEMBERS ONLY! Ph Steve McNamee - 2621127 a.h.

REGIONAL MEETINGS

CANNON HILL 4th Sat. of the month (12noon - 12pm) in the Cannon Hill State School. Ph. Barry Wilson - 399 6204 a.h.
CAPALABA 3rd Sat. of the month (1pm - 5pm) in the Capalaba St. Primary School (Redl.Educ.Ctr.) Ph. David Adams - 396 8501 a.h.
KINGSTON 2nd Fri. of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Martin - 290 1537 a.h.
PINE RIVERS 2nd Sun. of the month (1pm - 5pm) in the Strathpine High School. Ph. Bruce Wylie - 359 9779 a.h.
SHERWOOD 2nd Fri. of the month (7.30pm) in the Graceville State S. Ph. Leigh Winsor - 379 2405 a.h. / Philip Parkin - 818 1172 a.h.
WAVELL HEIGHTS 2nd Tue. of the month (7.15pm - 9.45pm) in the Wavell St. Hi. Sch., Childers St. Entr. Ph. Cor Geels - 263 2839
SUNSHINE COAST meets regularly. For meeting times,dates,places: Ph Harvey Riddle - 071 / 421036 or Ph. Vic Mobbs - 071 / 941330
MARYBOROUGH/HERVEY BAY 4th Mon. of the month (7pm - 10 pm) in the Sunbury St.School, Alice St. Ph. Terry Baade - 071 / 215059 a.h.

SPECIAL INTEREST GROUPS

PRIMARY EDUCATION SUB-GROUP: 3rd Tue. of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 3412823 a.h.
PROGRAMMING SUB-GROUP meets during the Main Meeting in our Club Rooms. Ph. Jim Vick - 3451878 a.h.
CP/M SUB-GROUP meets during the Main Meeting in our Club Rooms. Ph. Steinar Johansen - 2073065 a.h.
PLUS/4 SUPPORT GROUP: - Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. 397 8894 a.h.

NOTE: COPYING OF COMMERCIAL SOFTWARE IS NOT ALLOWED AT OUR MEETINGS!!!

Do you want to form a Sub-Group in your District?
Contact Terry Steer (Ph. 808 2424 a.h.) for details.

EDITOR'S NOTES

CHANGES

This is certainly the month for some exciting changes. Because our Amiga meetings at Spring Hill have grown so much in popularity recently we have been forced to make certain changes. The regular Spring Hill meetings will continue, but this meeting will be conducted from now on as a Work Shop where members can copy our Public Domain software, have certain repairs done, and in general have a good time! But in addition we have decided to have an Amiga main meeting which will run concurrently with our 8-Bit main meeting at Bardon. This will be conducted in that part of Room S1 which isn't used by the library, and where we will have lectures and demonstrations etc. The Amiga book library will also be moved to Bardon. It has also been decided that Regional Meetings are open to Amiga users.

The second change affects our newsletter. We have recently purchased a 5¼" drive for the Amiga (a very hard-to-get item in Australia), as well as an Amiga program called DISK-2-DISK. These items will now allow me to read and transfer files created on the most popular C64/C128 word processors directly into Amiga format. This means that our many contributors can now submit articles on disk created with the following word processors: EasyScript, SuperScript, SpeedScript, PaperClip and PocketWriter. In addition it is possible to transfer C/64-C/128 Basic programs to Amiga format disks, although this is subject to certain restrictions, and most of these transferred programs will not run on an Amiga without extensive modification. If there are any Amiga owners out there who own, or have owned a C64 or C128 and want to have their files transferred to Amiga format, they can contact me for further details. However Basic programs should be loaded first and then resaved as a SEQuential file prior to transfer. The program is also capable of reversing the process, namely transferring Amiga files to C64 or C128 format. PLEASE NOTE: It is NOT possible to transfer machine language or compiled Basic programs, and forget about commercial programs - these cannot be transferred (and besides they wouldn't run on an Amiga!).

UPGRADING

Terry Steer, our Sub-Group Coordinator and Cursor printer has recently purchased an IBM clone (mainly for graphics work) and Jim Vick is going to buy an Amiga. Does this mean that Jim can no longer be my associate 8-Bit editor of this newsletter? Do I now have to promote or demote him to the Amiga edition??? An editor's job is not a happy one!

SUB-GROUPS

Do read the article on our sub-groups. Some vital points are discussed in this article and we would dearly like to get some feed-back, be it pro or contra.

Ralph De Vries

commodore COMPUTER

PARCOM PTY. LTD.

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363 BAYSWATER ROAD
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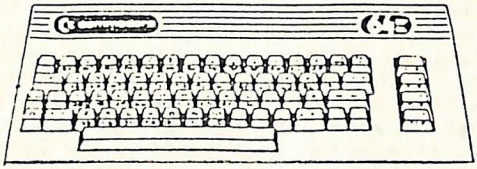
Ph. (077) - 794 800



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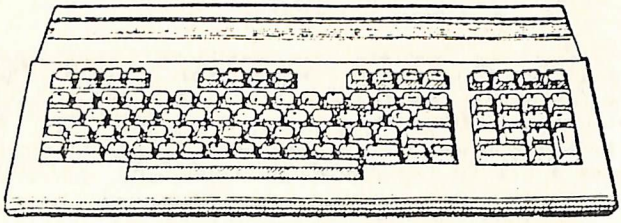

OFFICIAL
WARRANTY
SERVICE CENTRE

==========

PROFESSIONAL
REPAIRS AND
PRODUCT SUPPORT

==========

FAST TURNAROUND

ALL WORK CARRIES OUR 90-DAY WARRANTY!
SEE US FOR EFFICIENT AND COURTEOUS SERVICE!
SPECIAL RATES FOR USER GROUP MEMBERS!

==========

RANDOM BITS

MAIN MEETING (6th October)

After some wise words by our President Greg Perry who informed our members about the new format of our main meeting and also stressed that Commercial software copying is subject to heavy fines, it was the turn of Norm Chambers and Ralph De Vries to fill our members in about the latest developments in their respective areas.

It was now the turn of Ken Charters to demonstrate his latest little 'gadget' which he is trying to flog to his unsuspecting fellow members - this time it was a battery driven T.V transmitter which can sit on your TV set or monitor and transmit the host picture (and sound) to another TV set or monitor. It appears to work quite well, and no doubt has a variety of applications (several immoral suggestions were made!). Ring Ken on 808 1346 for more details.

It was now the turn of Harvey Riddle to demonstrate an accounting package called Finance Manager which Harvey Riddle and Paul Bradley had written to work in conjunction with Superbase on a C-64 or C-128. The package sells for about $50.00 and, if you own Superbase, it might well be a wise investment. Ring Harvey on (071) 421 036 for further details.

At this meeting we used for the first time the newly installed television overhead projection system. This was without doubt the largest computer screen image any of us had ever seen. We foresee that we shall make regular use of this facility.

A 'Bring & Buy' sale was held in Room S1, but only attracted a moderate amount of interest. The meeting closed at 10 pm.

AMIGA MEETING (4th October)

At this meeting things were rather more smoothly organized than on previous occasions. After the introduction by Steve McNamee our president Greg Perry gave a short and to-the-point talk on what our sub-groups are all about - a place to LEARN about our computers. To this end we have our large range of Public Domain software, experienced members to give advice and some service facilities. They are NOT places to play games, and least of all, they are NOT places to copy Commercial software. This is illegal. Ralph De Vries gave details on a bulk purchase of expansion memory for the Amiga. This was followed by a modem demo by Steve McNamee and Greg Perry which was well attended. Lex Hinckley looked after our 'shop' and our disk sales were flourishing.

NEW SOFTWARE

Plus/4 owners will be pleased to know that we have purchased a quantity of Plus/4 Public Domain disks from the A.C.T. Commodore Users Group, and we can now offer a decent range of PD software at long last.

We have also added copies of SuperScript and SuperBase in both C64 and C128 versions to our library - very welcome additions indeed!

ILLEGAL COPYING

Copying of commercially released software is, as we all should know, an illegal activity. Several major software distributors are in the process of starting a crack down on illegal copying activities, and we thought that this is a good opportunity to aquaint our members with the Illegal Copying Laws. Here are the facts:

A $500 fine for each illegal copy as a first offence.
6 Months imprisonment for subsequent offences.
Total penalties as high as $50,000 for individuals.
Total penalties of up to $250,000 for bodies corporate.

ATTENTION - PLUS/4 OWNERS

Did you know that there is a "Programmer's Reference Guide for the Commodore Plus/4"? Written by Cindie Merten and Sarah Meyer, it has been published by Scott, Foresman and Company. The ISBN number is 0-673-18249-5. It would probably have to be ordered in for you, but we have seen copies at B.C.F. Bookstores.

Did you also know that in the USA they have a special Plus/4 Special Interest Group? They specialize in distributing P.D. software for the Plus/4. For more information contact:

Plus/4 Users Group, Box 1001,
Monterey, CA 93942, USA.

WAVELL HEIGHTS SUB-GROUP

Members who attend the above sub-group should be aware of the following changes on how to get to this meeting:

Enter through the gate at the end of CHILDERS street and turn right and on to the dirt track. At the end of the building turn left and right again to park in our usual place. (Cor Geels)

KINGSTON SUB-GROUP

We are pleased to welcome Peter Martin as the new coordinator of our Kingston Sub-Group. He has taken over the position from Peter Harker, who had to relinquish the job because of other commitments. On behalf of the members of Kingston sub-group we thank Peter Harker for a good job well done. The new coordinator can be reached on 290 1537 (after hours).

A SAD STORY

One of our members, a C-128 owner, tried to order from a Brisbane computer store a C-128 memory expansion unit which is available in Australia according to a Commodore price list. After waiting several weeks he got fed up and started to ring some computer stores in Sydney - again no luck. In desperation he contacted Commodore in Sydney, to be told that none were in stock and none were on order! Makes you wonder, doesn't it?

GOODS & SERVICES

PUBLIC DOMAIN DISKS (C-64/128): $3 ea (+ $2 P & P - up to 5 Disks)
PUBLIC DOMAIN TAPES (C-64): $2 ea (+ $1 Postage Per Order)
BLANK DISKS 5,25" (DS/DD): $10 per 10 (+ $2 P & P) [No Libr.Case]
RAINBOW DISKS 5,25" (SS/DD): $18 per box of 10 (+ $2 P & P)
DISK BOXES (hold 90 5,25" disks) - $18 ea (+ $5 P & P)
PUBL. DOM. DISKS FOR AMIGA 3,5": $6 ea (+ $2 P & P- up to 5 Disks)
BLANK DISKS FOR AMIGA 3,5": $35 per 10 (+ $2 P & P)
DISK BOXES for 3,5" disks (hold 40 disks) - $15 ea (+ $5 P & P)

"PUBLIC DOMAIN BOOK" (for C-64): $5 ea (+ $1 P & P)
"STARTING WITH DISK DRIVES" (for 1541 owners): $2 ea (+ $1 P & P)
"C-128 MEMORY MAP": $2 ea (+ $1 P & P)
"AMIGA DOS SUMMARY": $3 ea (+ $1.00 P & P)
"AMIGA BEGINNERS GUIDE" $2.50 ea (+ $1 P & P)
TURBO-ROM for C-64 or C-128: Members Price - $40 (+ $2 P & P) - Customised Version (Choice of Screen Colours + Your Name on Screen): $45 (+ $2 P & P)
AMIGA SPECIAL PRINTER CABLE: $25
USER PORT PLUG (with Key Way): $8 (+ $1 P & P)
USER PORT PLUG BACKSHELL: $3 (+ $1 P & P)
USER PORT to CENTRONICS CABLE: $35 (+ $1 P & P)
ADDRESS LABELS (23 x 89 mm): $14 per 1000
RIBBONS for MPS-1000, GX-80, LX-80 PRINTERS: $9 ea (+ $1 P & P)
RIBBONS for MPS-1200/1250, 120-D PRINTERS: $12 ea (+ $1 P & P)

ADDRESS all orders to P.O. Box 274 - Springwood - QLD - 4127
Cheques to be made out to: C.C.U.G. (Q) Inc.

Available for Hire to Members only: 1526 Commodore Printer
For details contact John Van Staveren on 372 3651 (after hours)

COMPUTER ADDITIONS

by Gary MacMinn (Ph. 848 2271 a.h.) and Philip Van Der Vliet (Ph. 848 5753 a.h.), at the Milton Workshop Meeting (see page 2).

SERVICES OFFERED:

RESET BUTTONS: $6.00
RESET RE-ENABLE: $6.00
[Tap reset switch while pushing this button to reset a protected program]
DEVICE NUMBER CHANGE: $6.00
C-64/128 COMPUTER SELECTION SWITCH: $6.00
TURBO ROM INSTALLATION: C-64 with Socket or C-128 $6.00
C-64 without Socket or C-128D $10.00
WRITE PROTECT SWITCHES: 6.00
WRITE ENABLE SWITCHES: $6.00

The Following Items To Order Only:

SERIAL SWITCHING BOX: $14.00
SERIAL PORT DOUBLER: $14.00
EXPANSION PORT PLUG: $10.00
CAPACITANCE METER BOARDS: $14.00
RAM CARTRIDGE - 8 KByte: $40.00, 16 KByte: $55.00

C-128 HINTS & TIPS

by Andrew Symons

Basic Program Un-New :-

```
POKE PEEK(45)+256*PEEK(46)+1,128: SYS DEC("4F4F")
```

Disable List

```
(warm start)        POKE 774,61:POKE 775,255
(line #'s only)     POKE 774,38:POKE 775,160
```

```
Disable RunStop/Restore      :- POKE 808,PEEK(808)-3
Disable Restore              :- POKE 792,51:POKE 793,255
Disable Save                 :- POKE 818,61:POKE 819,255
Remove Line #'s from List    :- POKE 24,37 or POKE 24,27
Reverse Printing             :- POKE 243,1:?...
Normal Printing              :- POKE 243,0:?...
Disable Shift/Comm.          :- POKE 247,128
Enable Shift/Comm.           :- POKE 247,0
Disable Control/S            :- POKE 247,64
Disable Scrolling            :- POKE 248,128
Enable Scrolling             :- POKE 248,0
```

Switching between 40 & 80 columns

```
40-80 or 80-40     :- SYS 65375
40-80              :- SYS 49194
80-40              :- SYS 52526
```

Change . (full stop) to , (comma) on Keypad

```
10 FOR I = 0 TO 88
20 POKE 6912+I, PEEK(64128+I)
30 NEXT I
40 POKE 2757, PEEK(2757) OR 128
50 POKE 830,0
60 POKE 831,27
70 POKE 6994,44
```

Program Transfer from 128 mode to 64 mode.

```
128 Mode      :- Load in program
Then type     :- SYS 65357
Then type     :- POKE 43,1: POKE 44,28
```

If any 128 owners out there have any hints, tips or handy little useful 128 routines, then please send them to:

Andrew Symons
10 Staaten Street
Chapel Hill, I, Q, 4069

For publication in a future edition of this newsletter.

--ooOoo--

HOW TO CONVERT A "PRG" FILE INTO A "SEQ" FILE.

by Ralph De Vries

In my editor's notes I've referred to that rather interesting program DISK-2-DISK, which will do a conversion between C64/C128 files to an Amiga ASCII file which I can then load into my word processor - a great boon to a struggling editor. As an example our Games Corner articles were supplied to me by Daniel Phillips on disk. The actual article itself was written with SpeedScript, which my program translated directly. However the accompanying PRG listing had to be converted to a SEQ(uential) file before the program would read it. This is quite a simple task, and I thought this would be rather a handy tip to pass on to our members. Now you may well ask, "why should I want to do that?" The answer is that if you would like to incorporate a PRG listing in a letter or article, you can then manipulate the lines more easily than as a straight program listing. Anyway here goes:

Load your program and than LIST it. So far so good, now enter the following line:

OPEN 1,8,5,"filename,S,W": CMD 1: LIST <return>

This opens a sequential file in write mode, and diverts the output of the LIST command to the new file. When your flashing cursor returns enter the following line:

PRINT#1: CLOSE1 <return>

and you will now have a SEQ file copy of your PRG listing on disk.

T W O C - 1 2 8 G R A P H I C R O U T I N E S

by Lindsay Vardy

```
1 REM:LACE BY L. VARDY
5 WIDTH1
10 GRAPHIC1,1
11 FORK=1TO16
12 COLOR0,8 :COLOR1,K:COLOR4,11
20 FORJ=1TO170STEP1
30 GRAPHIC4,0,25
40 CIRCLE1,10+J,20+J,1,25,10+J,,9*J,3
50 NEXTJ,K
60 GOTO11
```

```
1 REM:HYPNOCIRCLE BY L.VARDY
5 WIDTH 2
10 FORK=1TO16:A=0:CT=0
15 FORSS=1TO900STEP29.8
20 GRAPHIC1,1
31 FORJ=50TO1STEP-2
32 IFK=16THENK=1
33 COLOR0,K+1:COLOR1,K:COLOR4,K+1:REM0=BGD  4=BORDER
48 GRAPHIC4,0,25
49 COLOR1,K:IFK=16THENK=3
50 CIRCLE1,80,100,J,,,,0.35
60 FOR D=1TO 1:NEXT:FORPA=1TO150:NEXTPA:SOUND1,30000, 1
65 K=K+1: A=A+1
66 IFA= 8THENA=0
69 CT=CT+1
98 IF CT=224THEN10
99 NEXTJ:SLEEP1:NEXTSS,K
```

DON'T CURSE THAT 40 COLUMN WINDOW!

by Denis Wright

This should probably be subtitled "Turning a Minus into a Plus." It isn't about programming, and if you don't have much interest in increasing your word-processing skills with Easyscript (ES) or Superscript (SS), then read no further! This is about the boring subject of proof-reading a document, a not-so-boring (I hope!) way of tackling it effectively, and how you can actually benefit from the fact that your C-64 has only 40 columns directly visible on screen. Necessity may well be the mother of invention, but here's a chance to make a virtue of necessity as well!

First, a brief explanatory detour down memory lane. My first wp program for the C-64 was the Magic Desk cartridge, which turned my computer into nothing more than a fairly smart memory typewriter. I don't regret starting with something as primitive as that (heck, you gotta start somewhere!) The only thing that drove me up the wall in those days was the "window" effect; that is, having to juggle text back and forth across the screen in order to read what I'd written. When I got my first copy of Easyscript, the aim was to solve that problem more than any other. Yet even with sophisticated word-processing software, quite a few people proof-read on the C-64 as if they don't have flexible margin settings to make things easy, and I find it hard to understand why it's not used when available. A 40 column "window" is not a problem - it's a bonus in many respects, though I doubt if I could convince an 80 column addict of that. Here's how.

I'll quickly dispose of ES first. To proofread using ES, the most efficient way is to create a line immediately above the text thus:

```
*lm2:rm39:sp1:jul*ln1:in0
```

[Read the asterisk as reversed.] Use F1/0/C/V and the Commodore key to scroll through the document (or alternatively, the joystick in Port 1 and the fire button.) You are working within 38 columns, and this is far easier on the eyes and far better for picking up typing errors than scrolling across the screen. The range of scan for the human eye is only a few words at the time, so if you work within the window (or even less), you will not miss nearly so many errors. Don't leave it all to your spell-checker either - it might be able to stop you spelling a word wrongly, but it can't tell the difference between one real word and another.

So much for ES - there's not much more you can do to improve your checking accuracy with it. But it's another story with Superscript.

One good look is worth a thousand words, right? So do this:

1. Load up SS.

2. Load your defaults file to the screen.

3. Create two new lines in the first part of that file by assigning two characters (I've used + and -) the following values. Once again, read the asterisk as reversed on screen:

```
*+=/gn2↑m↑llm2:rm39:spl:jy:pl16:tl14↑n↑m/pv
*-=/gn2↑m/el/pv
```

4. Refile your defaults file.

5. Re-program your computer defaults with the following command:

F1/P/I/P

and type "defaults" {RETURN}

6. Now load a document of a fair length - say 100 lines or more.

7. Use INSERT MODE (F1/S/I). This is very important. If you don't do this, part of a text line will be overwritten.

8. Press RUN/STOP + (the first key you just defined.)

If you did it all correctly, and if you have no altered margins later in the document, you will now be viewing in a mode which is the easiest on the human eye. There is no scrolling necessary in ANY direction - you simply press V on the keyboard when you want to move on. (I've also discovered that if you have a joystick with automatic fire, putting it in Port 1 and holding down the auto fire switch for about 1 second has the same effect.)

After proof-reading the document and making corrections, press RUN/STOP - (or the second newly defined key), and the window effect will disappear. Your document will be restored to its original state - plus corrections of course.

These are the advantages:

(a) If you discover a typing error, you can hit either RUN/STOP or F3, and the cursor will be very close to the error for immediate correction.

(b) You can get back to EXACTLY where you were in your proof-reading by hitting F6. If it's a long document, you'll appreciate that.

(c) Note that by defining the page and text length as I have done (at 16 and 14 respectively) you get an opportunity to view the last line or two of the previous screen again. Sometimes you need to do that, and it's annoying in a long document if you have to start right from scratch again because of it. If you prefer the full screen, just alter :pl16:tl15 to :pl21:tl20. By the way, I'm assuming that your normal margin settings appear on the first screen line of your document.

(d) Justifying the right margin makes it easier to pick up words accidentally joined together while typing. If you don't like it, though, just delete the :jy from the first command.

I hope this helps you produce many a fine document. It always seems a pity that remarkable feats of programming can sometimes be spoilt by horrific crimes of violence perpetrated upon the English language!

A B O U T Y O U R S U B - G R O U P

Sub-Groups were set up to offer local facilities for our members to interchange knowledge and information with fellow owners of Commodore computers and peripherals. Apart from the social aspects, the Management Committee saw these Sub-Groups as an additional place for members to LEARN more about their computers, peripherals and programs. Sub-Groups were NOT set up as child-minding centres or game parlours.

It is regrettable that recently some sub-groups have largely been taken over by groups of kids (and yes, some adults as well), whose main aims in life are the collecting and playing of games (usually during the meetings, and at deafening volumes), and who have no interest in the more creative and useful aspects of computing at all. It is thus not surprising that those members who attend these meetings to learn more about programming and the use of their equipment get turned off by this farce and stop coming to these meetings.

No, we don't object to computer games as such, in fact most of us like to play an occasional computer game, but our sub-groups are not the place for these activities. If playing and collecting games is your only form of computer entertainment we feel that you should do this at home or at a friend's place - NOT at our sub-group meetings.

Our sub-group coordinators do a marvellous job in organizing meeting places, facilities for members to install their equipment, as well as numerous other odd jobs like disk sales and looking after our public domain disks etc. We don't think that they should have to perform the role of a policeman/woman. However, to get sub-group meetings back on the right track we have authorized our sub-group coordinators to either stop people from playing games (and, if this should happen, stop anybody from copying commercial software, which is definitely NOT ALLOWED at any of our meetings!), turn down loudspeakers (use head phones instead) and, if these rules are not obeyed, they can ask the offending members to leave the meeting.

If these measures appear to be too draconian, do remember what we are all about, namely a group of people who own Commodore computer equipment and who have joined our group to get more out of this equipment. Our sub-groups should be places where our members can go to further this knowledge. If members feel that these sub-groups are just a waste of time then we are obviously remiss in our aims.

We ARE a very successful group, but inevitably a certain amount of complacency creeps into the organization. With the Amiga on the scene we feel that NOW is the time to put our house in order and re-define our aims. We also need new blood (particularly on the C-64/C-128 side) with fresh ideas, and who are prepared to go back to fundamentals. Are you one of this new breed.....?

Feel free to drop us a line if you have any thoughts or ideas on this particular topic.

GAMES COLUMN

by Daniel & Reuben Phillips & Mark Walterfang

REVIEWS

**** HEAD OVER HEELS (Ocean)

Head Over Heels introduces two new characters - Head, and Heels - the famous spy team. The pair have been commisioned to free five planets from the evil clutches of the nasty Blacktooth Empire. Head and Heels work as a team, each character having his own strengths and weaknesses. The pair can move independently of each other - and will sometimes need to to complete certain sections of the game, or, they can travel with Head sitting on top of Heels. The game is fully three dimensional (similar to the game Fairlight), and has over 300 locations. The graphics, especially the main characters, and the music and sound generate a very realistic atmosphere. This is possibly the best 3-D game of its type, and definitely one of the top C64 games to be written for some time.

Tips Bit

First of all, a correction to one of last months tips. The second set of POKEs listed with the Into The Eagles Nest cheat should have been printed with the Cops 'n' Robbers cheat. Sorry about that!

SKYRAIDERS

Reset it then:
POKE 22220,169:POKE 22221,0:POKE 22222,234:SYS 18195 (how's that for some really weird POKEs!) for invulnerability against those really amazing attack waves.

NEOCLYPSE

For a permanent shield, reset the computer, then POKE 25147,169:POKE 25148,0:POKE 25148,234:SYS 25147

ULTIMA IV

Do your Ultima IV characters pay protection money to the Brownies? Do they get sand kicked in their faces at the beach? Or perhaps they've the brains of a block of wood?

Despair no more, the CCUG games column and Jenny Craig weight loss centres has come to your rescue!

With the following program you can change your character's strength, intelligence, magic points etc.

Type it in, save it, then run it and follow the on-screen prompts.

Make sure you only make the changes to a BACKUP of your original disk (just in case you made some errors when typing in the program, in which case you could be in a bit of trouble).

If you don't feel like typing in this program, you can send a disk with the correct return postage to the address below and we'll send you a copy.

```
10 print chr$(8) chr$(14)
20 dim wp$(15)
30 for i=0 to 7:read cc$(i):next
40 for i=0 to 15:read wp$(i):next
50 for i=0 to 7:read ar$(i):next
60 hex$="0123456789abcdef
61 no=49152+256
70 print chr$(147)"      Ultima IV Character Customiser
80 print:print"      Concept & Dirty Work by Reub.
85 print:print"            Programmed by Dan.
90 print:print" Insert a backup of the Britannia Disk
100 print:print" *** Do NOT use the original disk! ***
110 print:print:print"                Press a key.
120 wait 198,1:poke 198,0
130 print chr$(147)
140 open 15,8,15
150 open 5,8,5,"#"
160 print#  15,"u1";5;0;14;0
170 for i=49152 to 49152+255
180 get# 5,a$
190 poke i,asc(a$+chr$(0))
200 next
210 close 5:close 15
220 :
230 x=0:print chr$(147)
240 for i=0 to 7:print i;
250 z=x
260 a=peek(49152+z)
270 if a=0 then 300
280 print chr$(a);
290 z=z+1:goto 260
300 print
310 x=x+32:next
320 input "char. no. (0-7) or 'w' to write changes to disk";ko$
330 if ko$="w" then 1280
340 ko=val(ko$)*32+49152
341 for i=0 to 31
342 poke no+i,peek(ko+i)
343 next
350 :
360 gosub 450  display attributes
370 input "change? (y/n)";a$
380 if a$<>"y" then 230
390 gosub 710  make changes
400 gosub 450
401 print:input "Are you sure you want to make these changes?
(y/n)";a$
402 if a$<>"y" then 230
403 for i=0 to 31
404 poke ko+i,peek(no+i)
405 next
```

```
410 print:print" Press a key.
420 wait 198,1:poke 198,0
430 goto 230
440 :
450 rem display
460 print
470 a=no
480 j=peek(a)
490 if j=0 then 510
500 print chr$(j);:a=a+1:goto 480
510 print
520 a=peek(no+16)
530 if a=92 then print"male
540 if a=123 then print"female
550 print"char. class: "cc$(peek(no+17))
560 print"condition: "chr$(peek(no+18))
570 print"str dex int mp
580 k=18
590 for i=1 to 4
600 gosub 1110
610 print"  ";
620 next
630 k=k+1:print
640 print"hp: ";:gosub 1110:gosub 1110
650 print"  max hp: ";:gosub 1110:gosub 1110
660 print"  exp.: ";:gosub 1110:gosub 1110
670 print
680 print"weapon: "wp$(peek(no+k+1))"  armour: "ar$(peek(no+k+2))
690 return
700 :
710 rem input new values
720 print
730 input "New name";a$
740 if len(a$)>15 then print chr$(145);goto 730
750 for i=1 to len(a$)
760 poke i+no-1,128+asc(mid$(a$,i,1))
770 next:poke i+no-1,0
780 input "Sex (m/f)";a$
790 if a$="f" then a=123
800 if a$="m" then a=92
810 poke no+16,a
820 for i=0 to 7:print i;cc$(i):next
830 input "Character class (0-7)";a
840 poke no+17,a
850 input "Condition (g/d/p/s)";a$
860 poke no+18,128+asc(a$)
870 input "Strength (0-99)";a$
880 gosub 1220  hex to dec
890 poke no+19,a
900 input "Dexterity (0-99)";a$
910 gosub 1220
920 poke no+20,a
930 input "Intelligence (0-99)";a$
940 gosub 1220
950 poke no+21,a
960 input "Magic Points (0-99)";a$
970 gosub 1220
980 poke no+22,a
```

```
990 input "level (1-8)";a
991 a$=str$(25*2^a):a$=right$("00"+right$(a$,len(a$)-1),4)
1000 poke no+24,a:poke no+25,0
1010 poke no+26,a:poke no+27,0
1020 poke no+28,val(left$(a$,2)):poke no+29,val(right$(a$,2))
1030 for i=0 to 14:print i;wp$(i):next
1040 input "weapon (0-14)";a
1050 poke no+30,a
1060 for i=0 to 6:print i;ar$(i):next
1070 input "armour (0-6)";a
1080 poke no+31,a
1090 return
1100 :
1110 rem next no.
1120 k=k+1
1130 z=peek(no+k)
1140 :
1150 rem dec to hex
1160 j=int(z/16)
1170 print mid$(hex$,j+1,1);
1180 j=z-j*16
1190 print mid$(hex$,j+1,1);
1200 return
1210 :
1220 rem hex to dec
1230 if len(a$)=1 then a$="0"+a$
1240 l$=left$(a$,1):r$=right$(a$,1)
1250 a=(asc(l$)-48+7*(l$>"9"))*16+asc(r$)-48+7*(r$>"9")
1260 return
1270 :
1280 rem write changes to disk
1290 print chr$(147)
1300 input "Are you sure you want to replace your   old
characters? (y/n)";a$
1310 if a$<>"y" then 230
1320 open 15,8,15
1330 open 4,8,4,"#":print" Please wait ...
1340 print# 15,"b-p";4;0
1350 for i=49152 to 49152+255
1360 print# 4,chr$(peek(i));
1370 next
1380 print# 15,"u2";4;0;14;0
1390 input# 15,en,em$,et,es
1400 print en;em$;et;es
1410 if en<1 then 1430
1420 print"Thou hast a disk error!   Press a key   when ready.
1421 wait 198,1:poke 198,0:goto 1380
1430 close 4:close 15
1440 print:print" Fare thee well ..."chr$(9)
1450 end
1460 :
1470 data mage,bard,fighter,druid,tinker,paladin,ranger,shepherd
1480 data hands,staff,dagger,sling,mace,axe,sword,bow, crossbow,
flaming oil
1490 data halberd,magic axe,magic sword,magic bow,magic wand,
mystic sword
1500 data none,cloth,leather,chain,plate,magic chain,magic plate,
mystic robe
```

Also, here are some vital coordinates needed to complete the game:

The Bell - NA LA
The Book - The library of course!
The Candle - By Jove! Try Cove!
The Wheel - NH GA
Nightshade - JF CO
Mandrake - DG LG

You'll need the sextant for these, the Guild Shop in Vesper might have one (for a price).

So concludes another exciting episode of the Games Column. One question we're dying to ask - is there anyone actually reading this? So far we've had a total of, wait for it, ZERO letters!

Go on, splash out and buy a stamp, and send it (with an envelope full of tips or something stuck to it) to:

GAMES COLUMN - 11 Coultis Street, Sunnybank, Qld, 4109

--ooOoo--

B Y T E S

FOR SALE

C-64 SOFTWARE: ECP 5-Game DiskPac (Commando, Boxing, Hazzard, Bombjack, Airwolf) - $10.00. 'Reach for the Stars' (Disk) - $10.00

Contact Andrew Kos on (07) 286 3173

PLUS/4 COMPUTER - $60.00 Script/Plus Word Proc. Cartridge - $40.00
Calc/Plus Spread Sheet Cartridge - $40.00
Epson LX-80 Printer c/w Xetec Super Graphics Interface - $375.00
5¼" pre-loved Disks, per box of 10 - $5.00

Contact Lex Hinckley on (07) 393 3140

OVER 80 COMPUTER MAGAZINES, a varied collection - $35.00 the lot.
PREVIOUS MODEL C-64 CASE, in good condition - $10.00.

Contact Cor Geels on (07) 263 2839

MODEM 300 & 1200/75 Baud - Quantity of Magazines - GEOS original
Must sell to support an Amiga - $150.00 the lot.

Contact Harry Carter on (07) 800 5604

WANTED

C-64 DATASETTE wanted to buy. To be in good condition

Offers to Cor Geels on (07) 263 2839

Disk 040 C.C.U.G. (Q) INC ,UW

The following disk has been compiled by member Anthony Frazer, for which we thank him.

RUN-ME-FIRST	Intro to this disk
SPDSCRPT INST	SpeedScript file of instructions
ORE SEEKER	Manage Mining Leases
SHEEP STATION	Manage a Sheep Station
MINING ASTEROID	Stay Alive on an outer Planet
COLONY AQUATINE	Stay alive in an under water Colony
KING	Run a Country
ELIZA	Artificial Intelligence
CHASE	Avoid Killer Robots
MAGELLAN	Become this famous Explorer
TAXI	Board Simulation Game
DETECTIVE Q	Investigate a Murder
AGGRESSION	Control the World
RAILROADER	Build a Railroad System
CHAIRMAN	Run a Company
DATES	Calendar Program
EARTH TRIG	Calculates Wold Distances
DATA	Analyse Statistical Values
ANNUITY	Calculate Compound Interest
INTEREST	Calculates Interest
DEPRECIATION	Calculates Depreciation
LOAN	Calculates Loan Values
STATISTICS	Calculates Statistical Values
MULTIMEMORY	Utility to load 3 BASIC progs simultaneously
T TO D TRANSFER	Transfers simple progs from tape to disk
PRINTMAKER	Utility to set up Screen Text
HIGHLIGHTER	Highlights REM Statements in Listings
QUICKSCAN	Utility
NEW PROOFREADER	To enter Compute's Gazette Listings

Disk 041 C.C.U.G. (Q) INC. ,UX

MENU	Run this first
DIARY	From 'CURSOR' Submitted by Denis Wright,Armidale
ARTICLE DIARY	SEQ file of instructions for above
FREE FORM FILER	Simple Data Base from Compute's Gazette
GOING UP	Try to catch the elevators. Game
DISK VACUUM	Disk Utility
DIR.FILER PLUS	Updated and much improved version from Compute's G.
GIVE 'N'TAKE.BOOT	Game from Compute's Gazette
GIVE 'N'TAKE	Loaded by above
MULTISPRITE.BOOT	Utility for Sprite Editor
MULTISPRITE	Loaded by above
SPRITE MAGIC.BOOT	Sprite Editor
SPRITE MAGIC	Loaded by above
SPRITE STAMP	Stamp you Sprites onto Hi-Res screens
STARTER	Used to Save and Load Sprites
PLANET POSITION	Calculates Planet Locations for any time.
DATAFILE 3.6	Data Base for the C-64. From RUN magazine
DOS 5.1	Loaded by above
DPJ SSORT	" " "
ENVELOPE MAKER	Prints printed envelopes, ready to glue and post
FASTCOPY	File copier
CALENDAR MAKER	Prints personalized calendars
MULTI4.8-1	Terminal Program
MULTI4.8-2	Loaded by above
MULTITERM.DOC	SEQ file of instructions

MAIL BOX

For months I have seen a sign on a building that advertises the sale and tuition of computers, where wicker baskets are also sold. I have always driven past and thought no more about the place. The other day though I was across the other side of the road and had half an hour to burn, so I strolled across to have a quick glance. Looks funny to see a store full of articles made from cane and smack in the middle computers and software for half a dozen brands. It seems to work though, as in answer to the obvious question the manager said "the wives look at the wicker ware while the men folk look at the computers". Maybe there IS method in their madness. I had a browse and a long chat to the manager, Mr. Eddie Squire and, unlike most computer business men, has a good sound knowledge of what's what and what's going on in the computer world, and is also more than willing to talk to you about your computer needs and problems. For anyone interested the address is 289 Oxley Avenue, Margate. Have a look, you may be pleasantly surprised.

Peter Roulstone

Thanks for this information Peter. Good computer dealers are a scarce commodity in the Brisbane area and surroundings, so if a good one does turn up they deserve our support.

While we recognize that a third of your readers live outside Brisbane and therefore cannot get to diagnostic workshops where problems and interests may be explored to their satisfactory conclusion, we wish to put forward yet another suggestion that in our view will benefit all members and all your readers both now and in the future.

We suggest looking at the problem of communicating ideas about computers and computing from a multi-media resource bank approach. This resource bank to include not only hardcopy file documentation (including Cursor) but also BBS, tape/disk transfer nodes. Members should have the choice as part of the membership the form of participation that best suit their needs.

If this suggestion were followed through, the following could be considered:

"Cursor" files would be placed on disk.
Transfer of these files would be by whatever chosen format at cost.
Transfer could be affected when and as arranged: i.e. monthly, bi-monthly, quarterly, and/or electronically.
Post, or personal delivery at cost.
When a membership is bought, access into that bank of information is guaranteed.

The bank of information could be better catalogued to the point where members are able to decide what "file" is relevant to their present needs, obviating the actual transfer of unwanted files.

The savings achieved through this "Computerized Bank of Information" would in the long term pay for the initial cost of its implementation and outlive the usefulness of the "Cursor" in its present limited form. Instead of being divided between machines, editions, personalities, all members would begin to enjoy the contribution Commodore is making to computing around the world.

We might even see a National Association being constituted to further these objectives for the good of all peoples. In the meantime, let's improve our own methodology.

Vic Mobbs (Landsborough)

It might come as a surprise to you, but we are one of the most (if not **THE** most) successful Commodore Users Groups in Australia. The reasons for this are basically very simple..... we have a very good and a very stable committee structure. It may also come as a surprise that it is a very hard working committee. We are talking here about all committee members, be they management committee, sub-group coordinators, library staff, BBS operators etc.

To come up with a pie-in-the-sky idea of a computerized information bank shows a complete lack of understanding of the every day running of a (by now) very large users group. Mind you, I think that the idea has merit as a theoretical concept, but it shows a total disregard of the practicalities. As an example, we had all the problems in the world to get additional newsletter staff. The reasons are really quite simple - most of our members do computing as a hobby in their spare time. A few of us can devote more time than others to our committee duties, but I stress that they are the exceptions. A lot of committee members are already in hot water at home because they devote too much time to the group, and now you want to give the committee an additional workload, because what you are really saying is that every memberhip should be personalized.

For a start our overworked secretary would need several assistants to sort out all these special requirements. Than a combination of newsletter staff and bulletin board staff would have to sort through all these special requirements for printed news, news on disk, news transmitted by BBS etc. etc.

My question to you Vic is: "Are you prepared to come to Brisbane to take on this Herculean task, because we are unable to find either the time or the people to do the job - and have you considered the cost of this excercise?"

Two final comments in response to your letter:

I much rather read a magazine or newsletter in printed form than in the form of a disk file. The reason is quite simple... it's faster to pick up a magazine than load a disk in a computer.

National associations of Commodore Users Groups are a no-no. We have investigated this quite thoroughly and have found that most users group just want to do their own thing, i.e. they don't want to loose their independence.

QUESTIONS. My BROTHER printer (M-1109) supports bit image graphics and I can access this function from basic, by typing in the program from my printer manual. I do not fully understand the program (copy enclosed) where the height of the colums is varied by the variable in the program. I would like to be able to use the bit image function in my word processor, EASY SCRIPT, but to date I have been unable to print anything but garbage. I can see potential for using bit image for printing graphs or in designing forms in the word processor (eg fancy borders, drawing boxes etc). Can you assist by advising if it is possible to access bit image graphics from EASY SCRIPT. If so can you explain how. The command to access bit image graphics on my printer is ESC K n1 n2. Enclosed are photocopies of the relevant pages from my printer manual. If it works in the same way that other escape codes work then I should be able to define n1 and n2 at the beginning of my document by typing F1 0=n1:F1 1=n2, thereby defining the variables n1 and n2. n1 and n2 define the number of columns of bit image data. I seem to get lost at that point and cannot understand how to define the number of dots in height in each column. Perhaps this subject would make a good article in Cursor being an advanced printer function that country members like me find difficult to tackle on their own. One of our resident printer experts may be prepared to take up the challenge. If no one does take up the challenge then perhaps a member who has experience in this area could assist me on a personal level by writing to me at the address given in this article.

Can anyone advise me on the following questions regarding my 1201 Commodore monochrome monitor: 1. Can it be used with an IBM PC or IBM compatable computer fitted with a monochrome card. 2. How does it perform with a PC in comparison to other manufacturers monitors in the same price range. Does it have similar clarity etc. 3. Will it reproduce high resolution graphics 720 x 320 dots when so used. If not what is the best resolution obtained. 4. Are there any compatability problems with the Commodore RCA sockets in the 1201 and the inlet/outlet leads from a PC. What leads would be required to connect to a PC.

COMMENTS. Phil Gurney's article on page 8 of the September Cursor magazine touched on a very importand subject (to me) and I am pleased to see that others in the club are also giving thought to the future of their Commodore equipment. At a time when IBM computer prices are falling through the roof, Commodore are releasing costly upgrades at what I consider to be unrealistic prices to prevent customer conversion to more powerful machines such as the IBM. If Commodore is not careful they will price themselves out of the market. I work with powerful computer hardware in my work. I enjoy coming home and fiddling on my Commodore as I find it much more satisfying to be able to make a machine do what I want than to have the machine lead me. The unfortunate reality is that 8 bit machines have a limited lifespan. Users will swing to more powerful machines to keep pace with technology and be able to run the applications that are becoming the norm. The recent explosion in IBM clone sales will see more of these based in homes. Programmers will develop software to cater for this market and lower cost hardware and software should be the result. My particular problem is unique in some respects. I orten do work at home and have a need to be able

to access IBM programs, out of the question so far as the Commodore 64 is concerned. I could buy an Amiga but the cost of IBM compatability (which is available for an extra $1000) is unrealistic for a home based computer. I am still not convinced that user satisfaction is any greater with an Amiga than with an IBM. Both machines command the user rather than the opposite. I could buy an IBM clone at a very reasonable price and solve my problems but my kids would lose out on that deal,(no more games, and they enjoy fiddling with graphics, very difficult for them on an IBM). The way to solve that is to keep the Commodore for them, but this is only a short term solution due to the life span of the 8 bit machines. Members, give this subject some thought particularly if you intend to upgrade or spend a significant amount on additional hardware for your existing system. Remember that computer technology has advanced to a very high degree in the last 10 years and the next 10 years will see even more progress occur. Perhaps in less than 10 years every home will have as many computers as television sets. Who knows!. A recent design break through will promote the development of Compact Disks to replace disk drives. Members must have read about the tremendous storage capacity of these units. A whole encyclopedia can be stored on less than half a disk. The potential future use of this one development is unlimited. Will 8 bits machines offer this technology and if so, at what price ? Club members often apologize for mentioning IBM machines in Cursor magizine and swear loyalty to Commodore. Whilst many comments are said in a light hearted manner I would prefer to encourage the club to discuss IBM or other machines from time to time if subjects arise that are of interest to members. The chances are that members will be exposed to IBM or compatible computers more frequently in the future, either in their work or during their leisure hours. The more knowledge that we have, the better placed we are to evaluate and make judgements, or use this equipment. One final word on the subject. The more programs, records, data, and games that we accumulate on our Commodore equiptment the more difficult it will be to change to another computer which cannot use those programs. I consider the time I invest in computing to be just as valuable as the monetary investment, and I will not enjoy the loss of either, when the fatal day to change arrives. This is why I scrutinize my future requirements before I am locked too far into 8 bit machines and programs. Thinking aloud in this article has helped me a little and I trust it will help others. The comments were intended to be food for thought and not to offend the Commodore loyalists. We have all had so much fun on our Commodore's that parting with them is very difficult.

W.W. SCHAFER (Tewantin)

Dear Wayne, the Editor of our newsletter passed your question regarding the use of bit-image graphics in a word processor such as Easyscript on to me for comment and possible answers. I have considered your question and in my opinion the short answer to your request is: "It can not be done without a tremendous amount of trouble." The long answer is the explanation. When your word processor sends information to the printer it is merely sending a stream of numbers (ASCII). Each number represents a character with the exception that some numbers are interpreted by the printer as commands to do something special such as change to emphasised

print or underline etc. If you are using a non-Commodore printer such as yours there is also an interface to consider because it intercepts these numbers and converts them from Commodore ASCII to true ASCII.

As you know many of these commands use the prefix ESC or Chr$(27) to signal to the printer that the following number is not a character but a command. What is actually printed on the page depends on the character set the printer is currently set up to use. Yours probably allows pica, elite, compressed, expanded or italics. Some printers even allow the user to download a character set. In addition, many printers allow for the use of international character sets. Please note this option is not available while the printer interface is operating normally to fool the computer into thinking it is talking to a Commodore printer. It is important to stress that the arrangement of the dots in the matrix which hit the paper is determined by the the character set selected in the printer. When you switch to the bit image mode, with the command ESC K n1 n2, the arrangement of the dots on the paper become the responsibility of the user because all character sets are disengaged. In this mode, you get 60 horizontal dots per inch. From the information supplied your printer appears to be limited to 480 dots or 8 inchs in this mode. Each of the 480 columns of print consists of some combination of 8 pins per vertical column being fired (pin 9 is unused in this mode on your printer). A standard character would thus require 9 such columns. If you persisted with using this mode you would therefore have to send to the printer a number which represented the combination of pins to fire for each column. That is, 9 numbers to fill the space normally occupied by one standard character or 480 numbers to print one horizontal line of 8 inches. Note, this method could be used to custom define a single character. The value of the number for each column will depend on which pins are to be fired. This is the usual 8 bits in a byte. If all pins are on (all 8 bits) the value is 255. If you don't want the top pin (bit 7 is off) the value is 127 and so on. What happens with the print head position when you return to text would seem to be unpredictable. As you can see, bit image printing takes considerable programming. In fact, it is usually used to print out a hi-res picture stored in the computers memory. A program such as Doodle will then use the power of the computer to search its own memory to work out which dots have to be printed at the print head position on the paper. In other words bit image printing is best used as a screen dump of a hi-res picture. The problem is, when you use a word processor, the computer's memory is used to store characters and not a hi-res picture. All is not lost however. One of the features of the Commodore character set in the C64 and in Commodore printers which your interface will try to emulate is the range of graphic characters available from the keyboard when the Commodore key is pressed with other keys. With non-Commodore printers you have the option of using it as a Commodore printer when the interface is working normally and using it as a non-Commodore printer when you make the interface transparent, i.e. no conversion of Commodore ASCII to true ASCII takes place. To use this option the conversion has to be done within the word processor. Easyscript is capable of doing this. You then have the option of using some of the characters in the extended ASCII set. Consult your printer manual for more details of the ASCII value of these characters. For a more detailed discussion of this tantalizing feature I refer you to my article in Cursor October

1986, "CHR$ and the Non-Commodore Printer - Again". If you find you simply must include fancy borders or drawings with your text, I would suggest that you don't use Easyscript. If you use GEOS instead you will find that you have the facility to use fancy fonts in conjunction with drawings in an elementary word processor. This works in GEOS because the data (including characters) is stored in memory as a hi-res picture. The result is a complete print-out in bit image mode as you requested. I hope this information allows you to extract more from your printer.

Jon Kalkman - Associate Editor

As regards your query on the 1201 Monitor, I can do no better than quote from Commodore's own brochure:

BM13 T.T.L. Monochrome Monitor - DIN connector for TTL level direct drive monochrome signal. Suitable for IBM PC compatibles with monochrome textcard or emulation capabilities, such as Commodore PC series (cable supplied). Green high resolution 30 cm anti-glare picture tube. Vertical & Horizontal size and height controls as well as brightness and contrast.

1201 Composite Monochrome Monitor - RCA sockets for monochrome composite signal and sound. Suitable for C64, A500, C128 (with adapter cable) or any composite video source. Amber 30 cm anti-glare picture tube. Built-in speaker/amplifier. Controls as on BM13.

Not having any experience with IBM's or their clones, I would venture to guess that they are not compatible, but perhaps one of our more knowledgeable members may have a different answer.

Both Jon and I have set out our thoughts on upgrading in the October issue of Cursor. On reflection though, does it really matter what you and I think? In the last resort it will be market forces which will decide the outcome. As an example, some five odd years ago a dealer demonstrated at one of our meetings a Sirius (known as Victor in the USA) 16-Bit computer, which was released at about the same time as the first IBM PC. By general concensus the Sirius was a better computer than the IBM (more features, better graphics etc.). Yet, the Sirius has gone forever; Big Blue was just too big for the small Victor company. I don't really know what the moral of it all is, but as a final thought - IBM's 16-Bit technology is now some five years old, so couldn't that equally mean that those people who buy their IBM clones now will have a useless heap of hardware in a year or two???

As regards our group discussing IMB computers and their clones, why should we? We are after all a Commodore users group and not an IBM group. For those members who own a PC there are several specialist groups around to cater for their needs. On the other hand, if our Commodore PC owner/members (there are very few of these) should want to form their own specialist interest group within the larger frame work of our group, the management committee would not discourage it, but it would seem to be a rather futile exercise. By the way, although I set out my reasons in last month's issue why members should NOT buy an Amiga, I'm equally convinced that it is a much more exciting computer than your average IBM clone!

Editor.

EASYSCRIPT DISK DIRECTORY

by David Chastney-Parr

This article was prompted by the VizaWrite article on page 303 of Volume 8, Number 4. Discussing the contents at the regional meeting, I expressed the thought that surely everyone was already aware of techniques such as these, as I had been doing a similar thing with Easyscript. I was reminded of the time when I was new to computers, and was grateful for any tip which would make life easier. So though you, like me, might consider this old hat, it might be of help to someone (and if you're reading this it means that the Editor has decided that it has worth).

The object is to produce a directory of a number of disks. The technique using Easyscript is as follows:

1. Start with an empty text area, or clear the text area with F1/E/A
2. Load the previous global directory if you have one, or load the first directory by F4/+/$ <RETURN>.
3. With the cursor on the next blank line load the next directory, with F4/+/$ <RETURN>
4. Repeat 3 until all the disk directories have been loaded.
5. If you want to print out just one of the disk directories then a forced page break can be inserted after each directory, with F3/fp0 <RETURN>.

5a. The forced page break can be repeated without re-typing, by placing the cursor over the reverse field asterix of the forced page break, then press F1/R and using the cursor to define the fp0 and press <RETURN>.

5b. Then place the cursor at the end of each directory and press F1/A

6. When all the disk directories have been loaded, the complete (global) file can be saved to disk for future reference.
7. If any disk is updated then a revised copy of the contents can be reloaded and the old copy deleted. Position the cursor at the end of the global file before loading the directory, as the F4/+/$ load always overwrites from the cursor position, regardless of whether your using insert mode or not. Then use cut and paste techniques to move the directory to its right place in the file and delete the old copy.

To search for any file name after loading the global directory use F1/S followed by the search information, just press return when asked for the replace information. Then with the cursor at the top of the text,

press F1/H/M to find the first occurrence of the search field (Note upper and lower case are significant). The disk identity can then be obtained. Repeat the search (F1/H/M) if you believe there are other files with the same name on other disks. To search for space on your disks then search for 'blocks free' instead of the file name until you find a disk with sufficient space left.

To print out just one directory (if you inserted forced page breaks), then use F1/O/V to page through the directories, pressing space and V until you come to the directory before the one you want to print, then press P. Press STOP to end, or either V or P to view or print next page.

Sorting the file

8. If you wish to sort the entries alphabetically before saving, then replace the file type of each directory as it's loaded, with the disk ID.
9. With the cursor at the top of the directory just loaded, press F1/S followed by the search and replace information. If seq is preceded by a space then the chances of modifying a file name will be reduced, the replace information can be anything, but I use the ID.
10. Then press F1/@/M for the change to be carried out. Repeat after loading each directory.
11. The global file can now be sorted using the word processor cut and paste commands, before it is saved and the changed file type will tell you which disk the file came from. Indeed, you can save copies of both the paged and sorted files if you wish.
12. To update a sorted list load the directory at the end, then change the file type for the disk ID as explained in 9 and 10. Then use cut and paste techniques to update the list, deleting the unchanged entries at the end before saving.

A print out of this sorted list is very useful to prevent the duplicate use of file names which will cause confusion later on.

This article from the I.C.P.U.G magazine.

ATTENTION: ADVENTURE GAMES LOVERS

Julianne Fallen would like to resurrect our adventure games support group - nothing 'official', just a bunch of adventure games lovers who want to exchange information and help.

Ring Julianne on 300 2982 (after hours) for more info.

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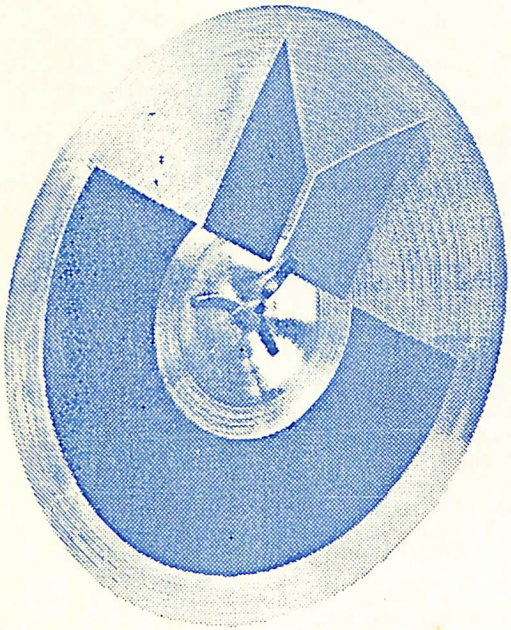

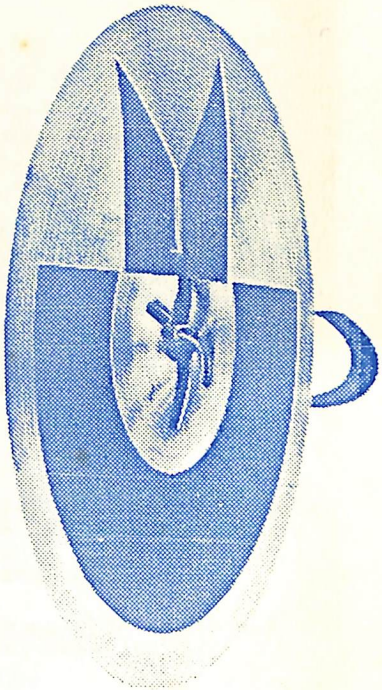

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